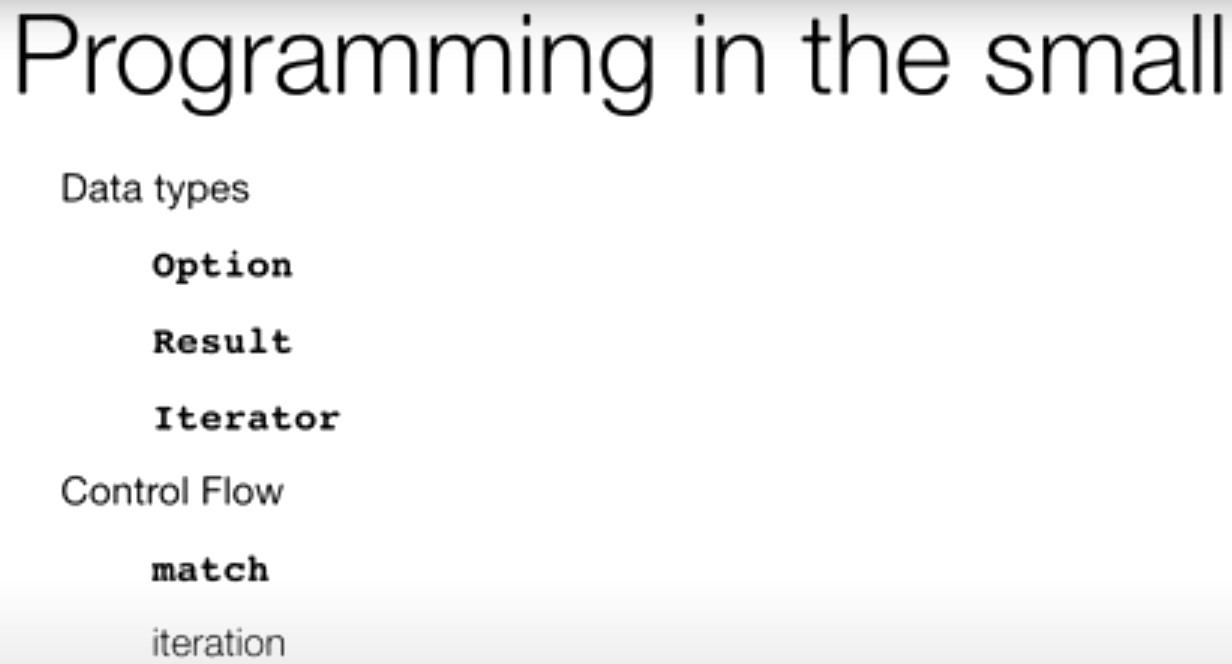
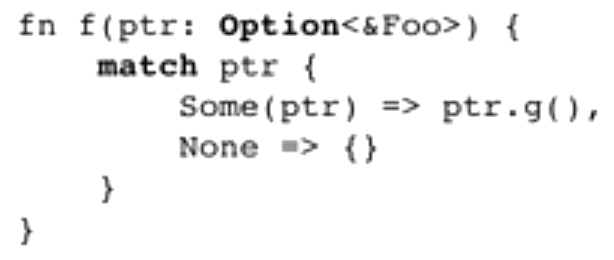
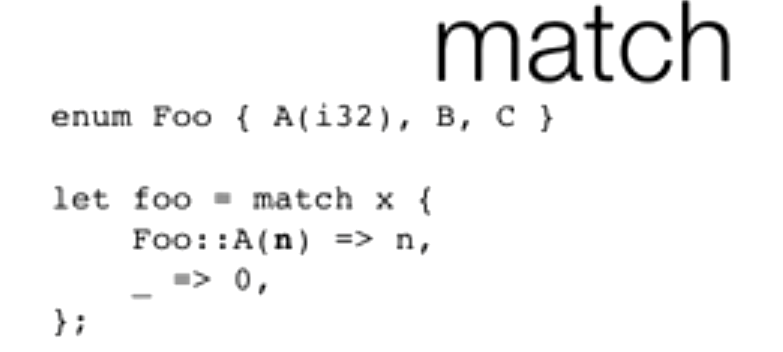
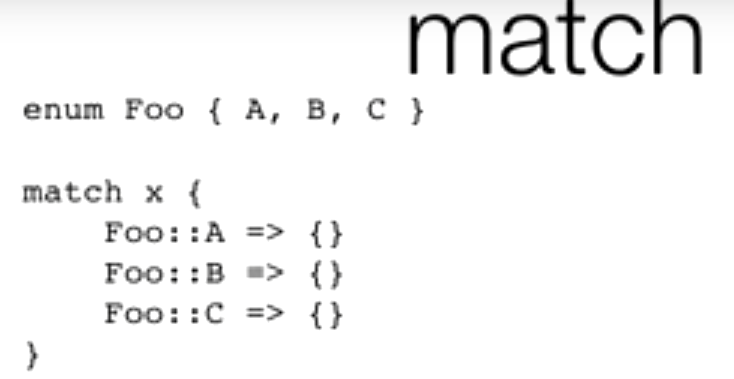
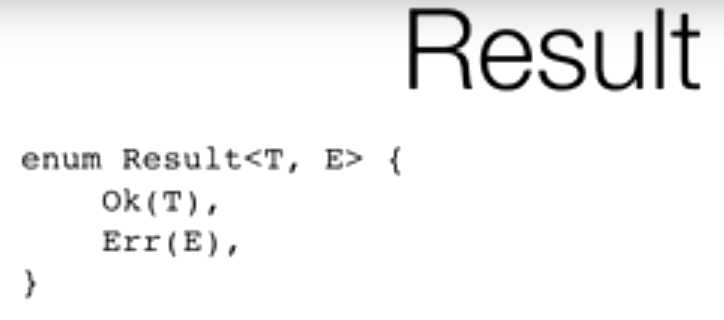
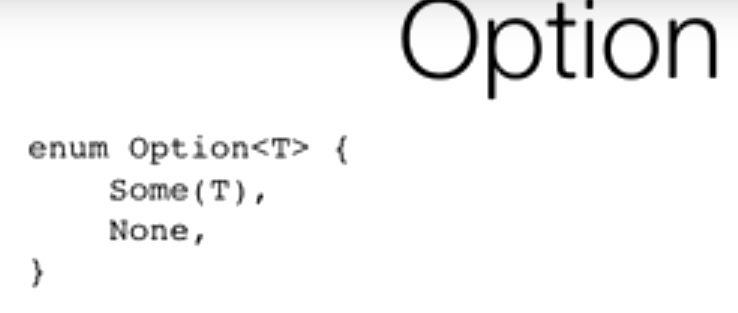
Andrew Ahlstrom

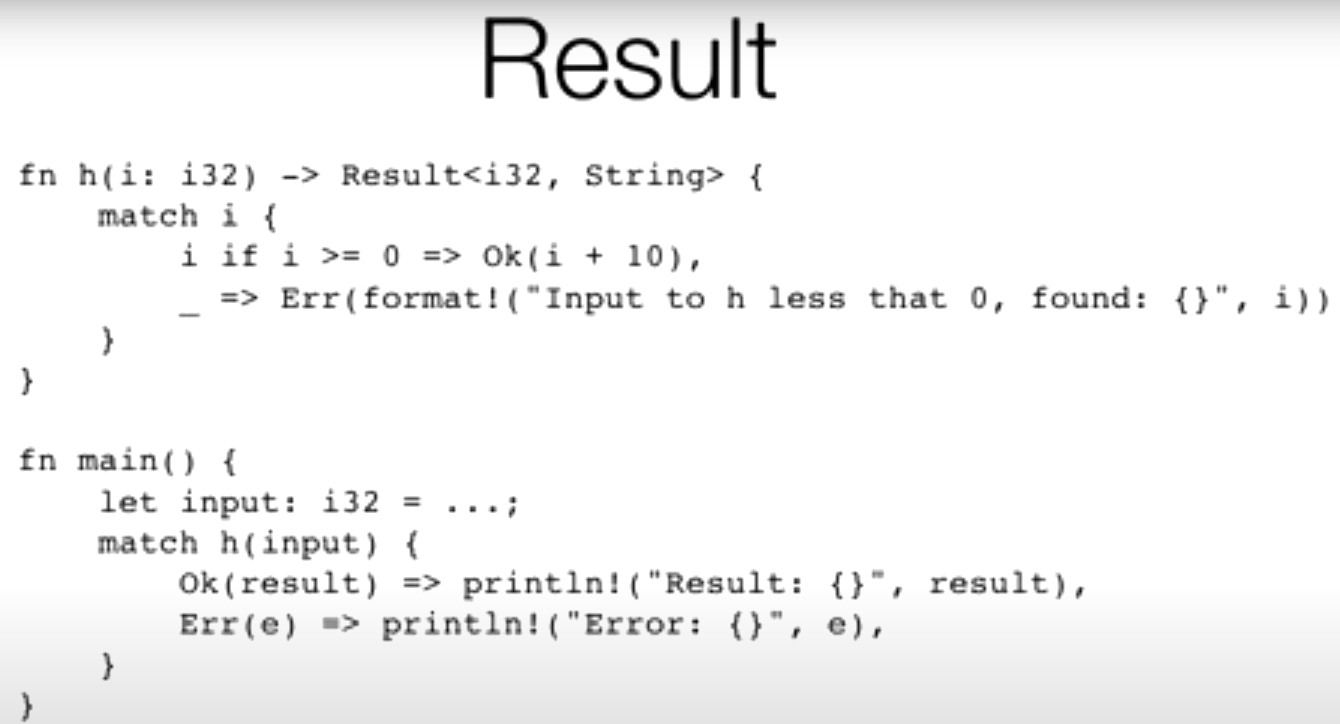
Notes – Rust

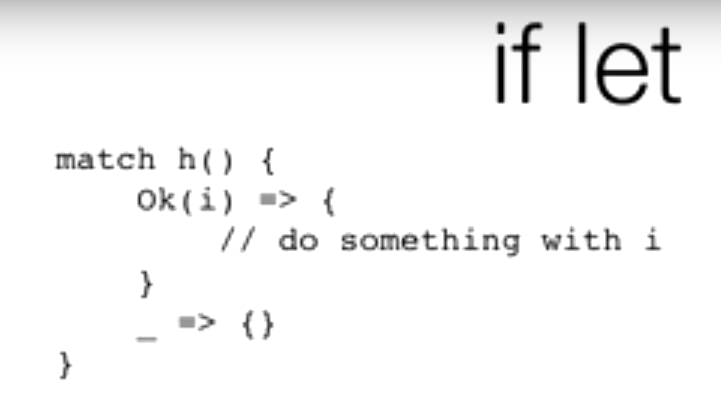
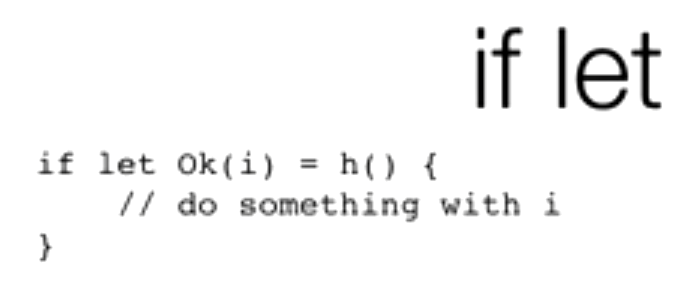


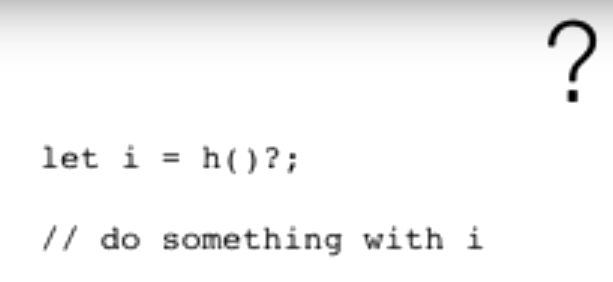
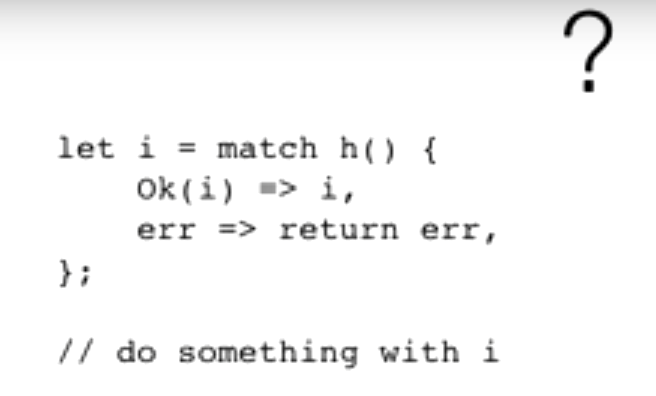


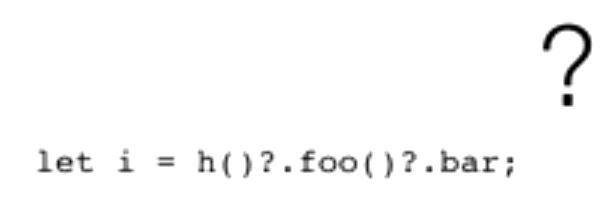


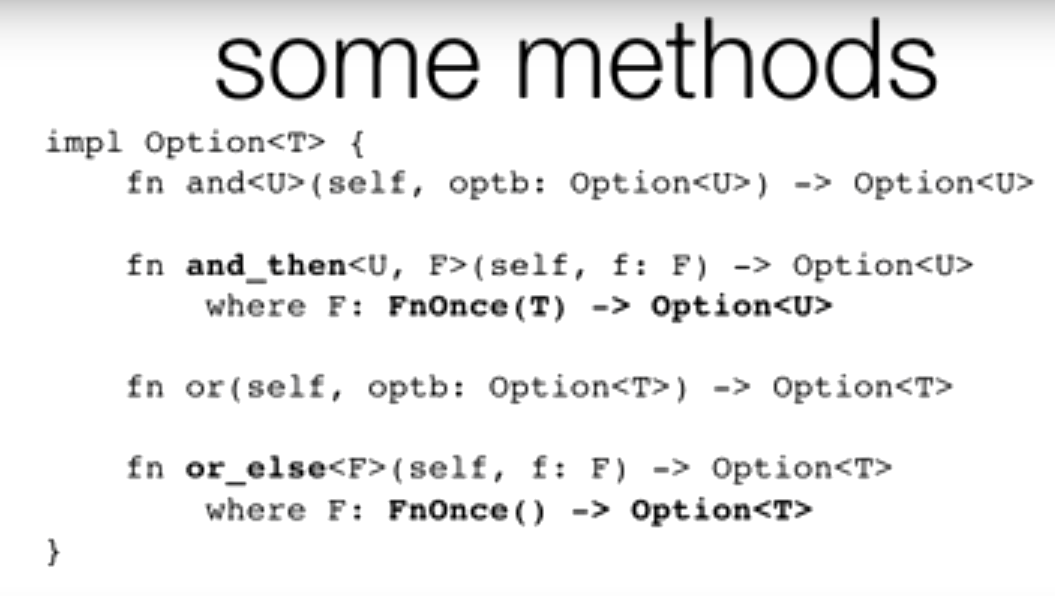
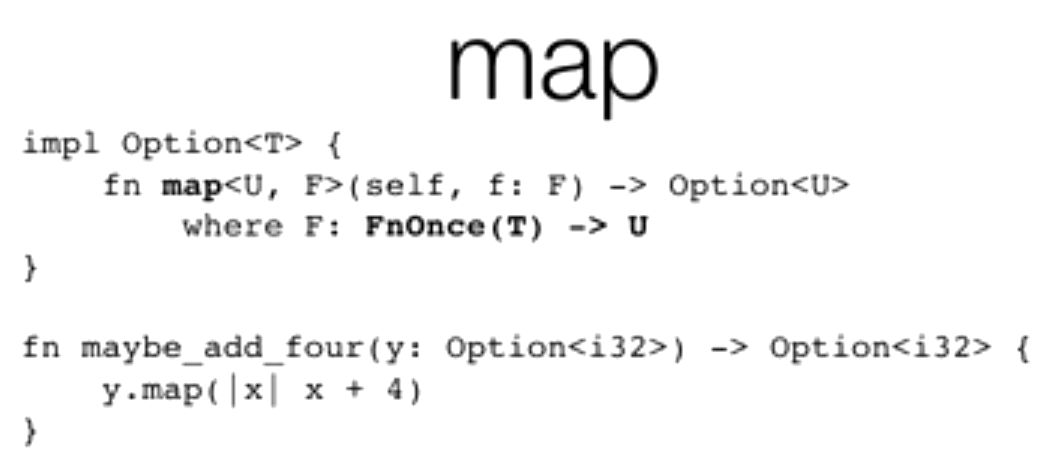


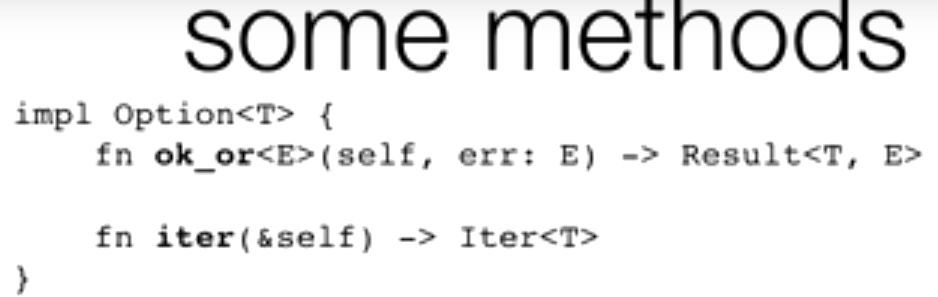


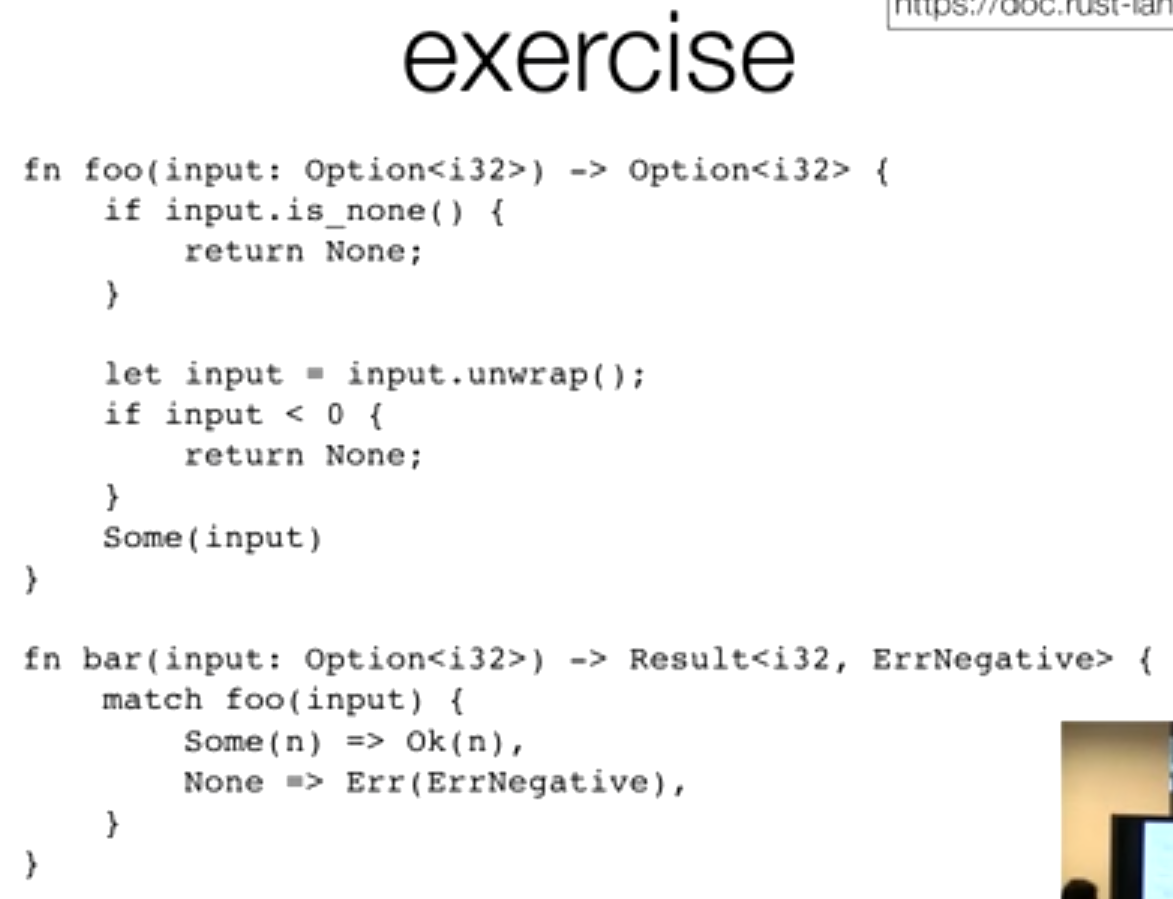


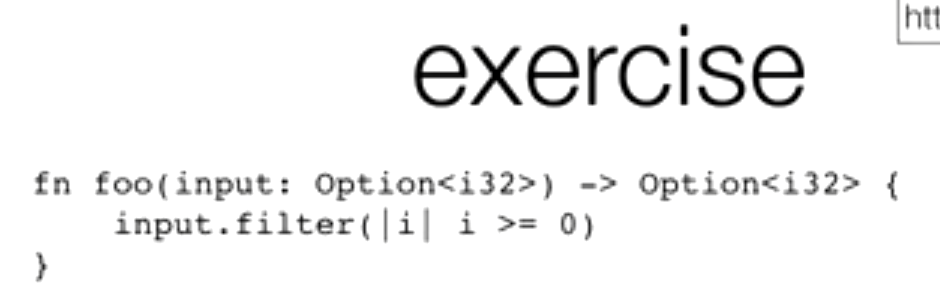


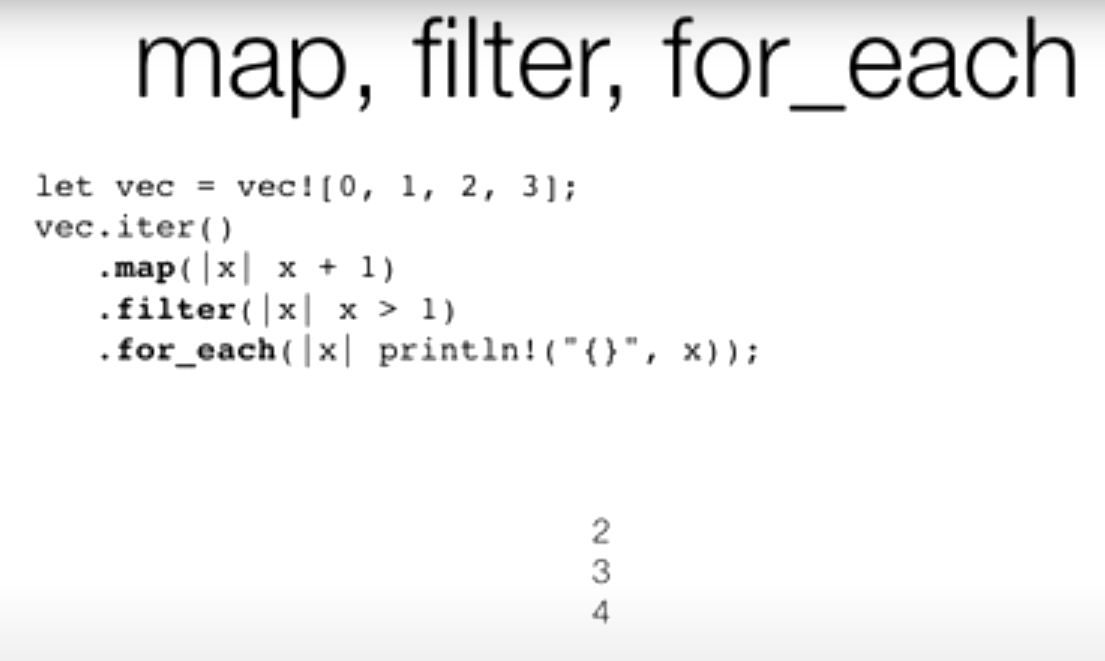


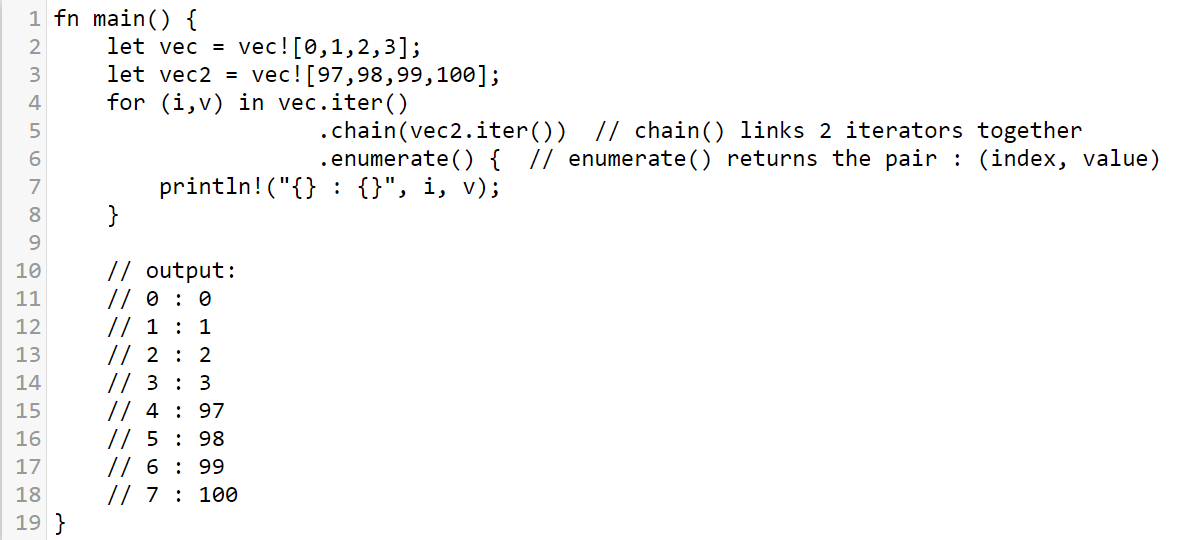
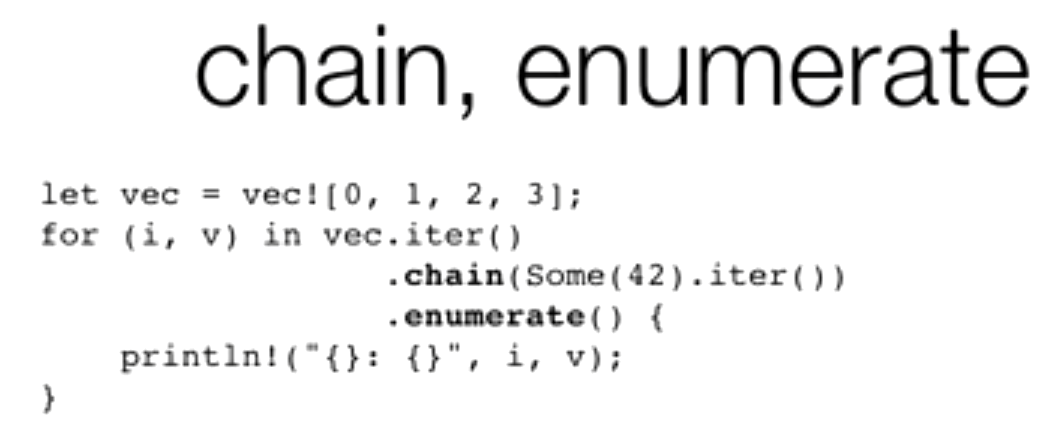


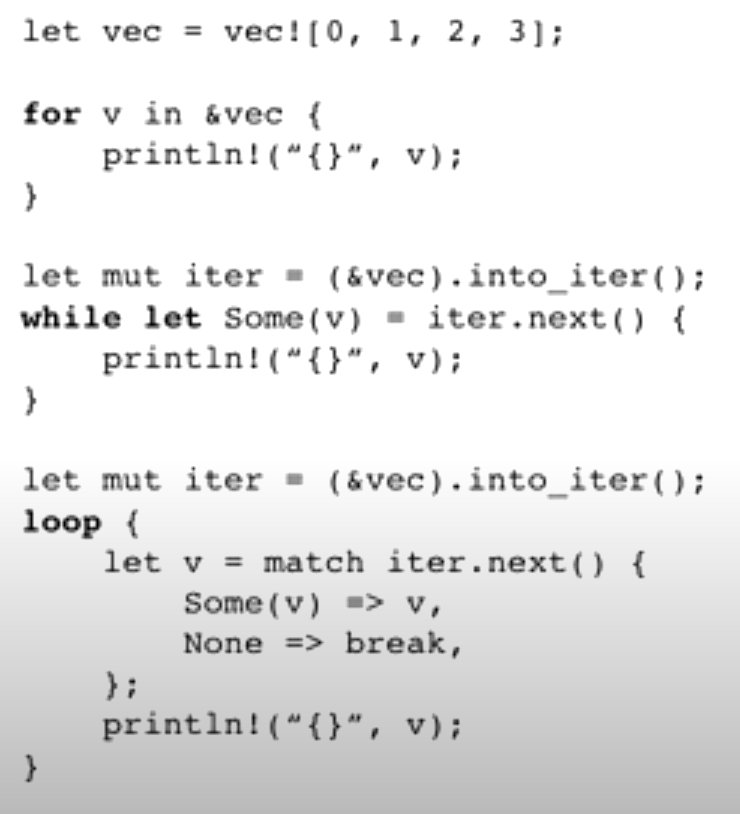


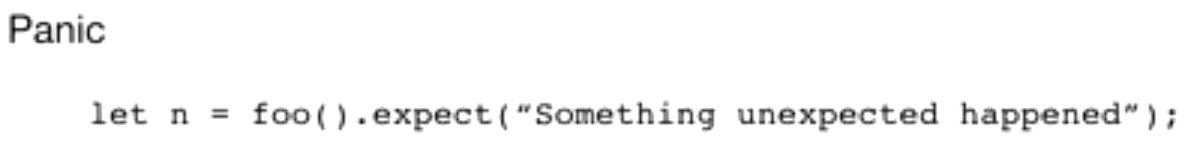






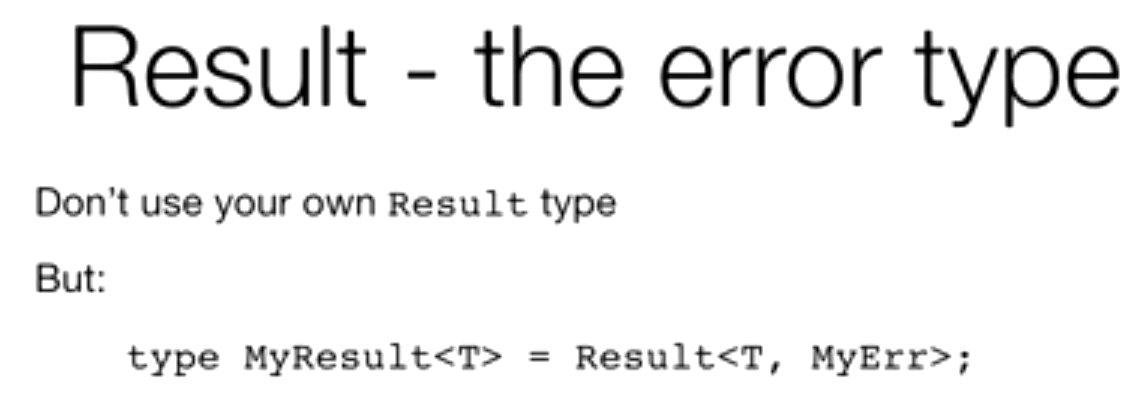


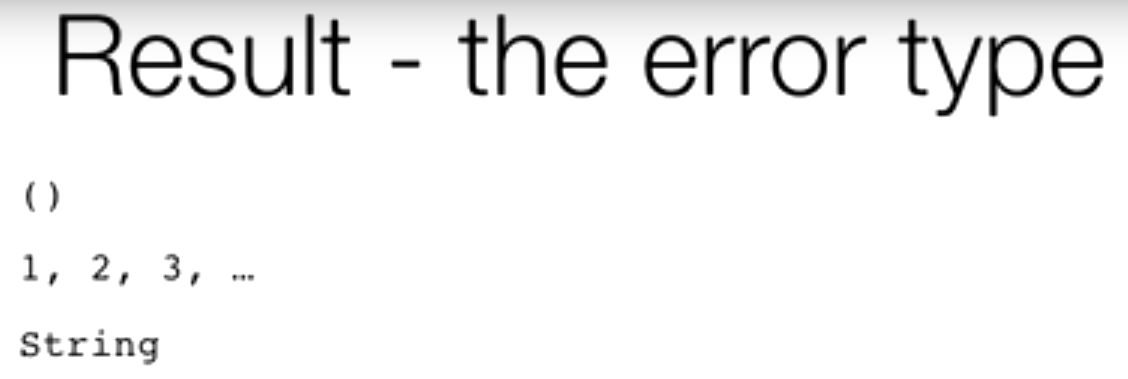




Do not Panic!!! Bad Practice!

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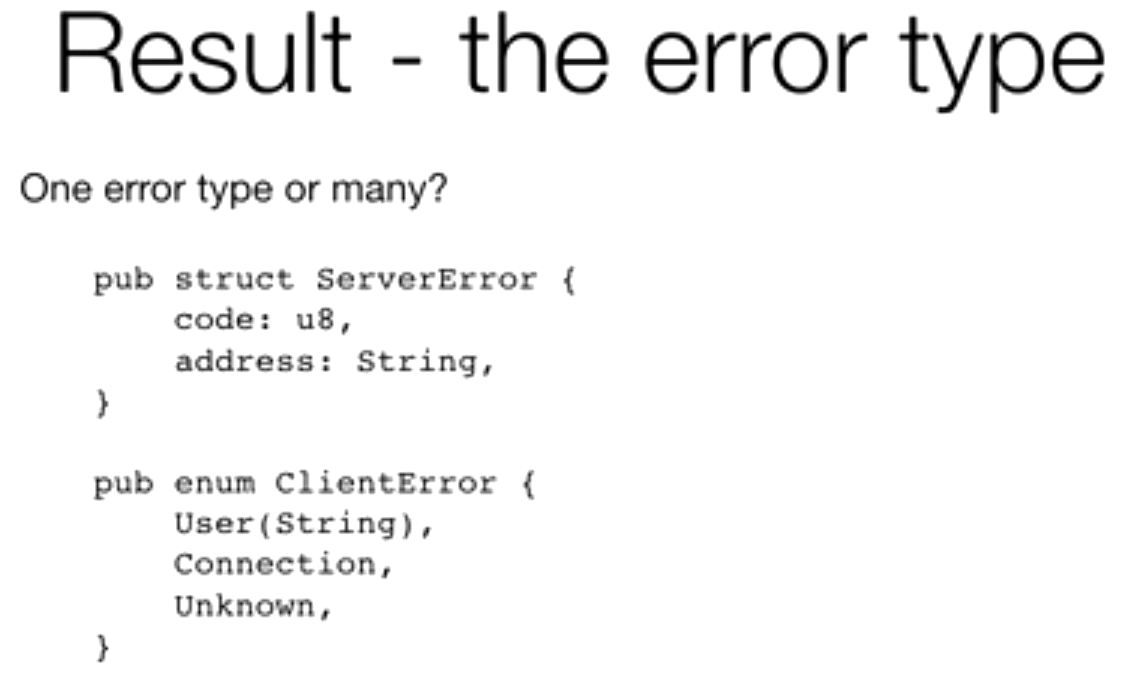




Simple error types:

Not great for production code.

Better to use a struct or enum for error types that hold more specific error data which is more useful for understanding what happened



Still have to handle other types of error types

want one error type per error module.

Take a look at the Failure library!

